

The key to the door can only be collected when the door is complete. The key opens the door to the inner sanctum where Roland will encounter his final conflict to release his furry friends Errol and Kevin using the key.

Conserve your energy as much as possible and build up your energy by eating the delicious hamburgers and apples. But be careful not to eat too much food all at once as you may find you will need it later.

In the inner sanctum you can't use your glue gun. Avoid the electric platform and the worms which sap your energy.

You will find the keyhole on the left hand side of the screen.

## Scoring

You can improve your score by glueing down the nasties, eating food, collecting pieces of the door and the key, placing pieces of the door at the doorway and catching the train.

## Roland's Rat Race

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## Roland's Rat Race



# Roland's Rat Race

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The program runs on the Commodore 64.

## The Game

Poor Roland, as a superstar on breakfast T.V. he has to get up and get to the studio in time for his show every morning. Now that he is a successful celebrity he lives, unlike his friends, in the underground tunnels and storm drains of London, in a small, but very cosy, little house in the suburbs. Unfortunately his car is getting a bit old and he has trouble starting in the morning (don't we all?), and so when his alarm clock doesn't go off, AND he

can't get his car to start he is in real trouble! But being a city rat he still knows his way around London below ground, so he has to venture beneath the manhole covers to get to work before 9 a.m.

Get Roland through the maze of drains and tunnels in time to take his seat at TV-am. Just to make things a little more difficult, his furry friends have been kidnapped by the nasties who have sworn to stop Roland from getting to the studio. If Roland fails, or if he gets there too late then he may find himself out of a job.

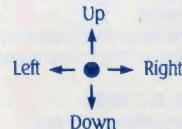
Roland has his Instant stic-o-matic glue gun that fires small blobs of instant glue that will firmly stick any nasties that come in contact with it until they manage to work themselves free. Roland can climb around the ladders underground, and can move quite fast through the drains (unless of course he is stupid enough to get stuck in his own glue!).

The drains are large and complex, and unless Roland can work out the map he will need to think hard and fast so as not to get lost. One of the tunnels is blocked by a large door. If Roland is ever going to get out again he will need to find the pieces to the door and the key. The passage that Roland used to enter the underground drains has been blocked by the nasties so there is only one way out – the hard way!

## Loading

Before loading ensure that all peripherals such as disc drive or printer are disconnected. Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

## Joystick Control



## Nasties

All sorts of horrible things have evolved in the "sub-earthly" empire under the city of London. Giant slugs and enormous wellington boots are down there waiting for Roland to appear, the most fearsome of which creeps around in the dark, although said to have huge slavering fangs, no-one is sure as no-one has survived their jaws to tell the tale. Their favourite meal is, however, large, furry superstar rats!

## Helpful Hints

Avoid wellington boots at all costs.

To catch the train:

Wait for second whistle, shoot glue on track, run up steps or foot holes. To get off the train press the FIRE button.

You can only carry one object at a time.

Find the door and place the door pieces in front of the door.